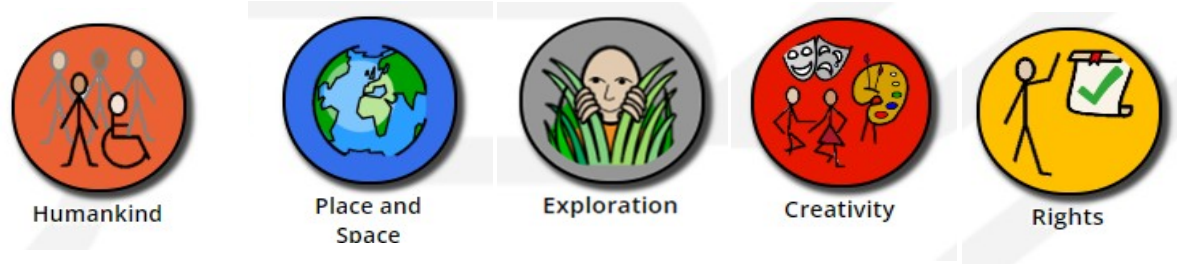
ICT Curriculum Map 2026-27

ICT-Our Why?

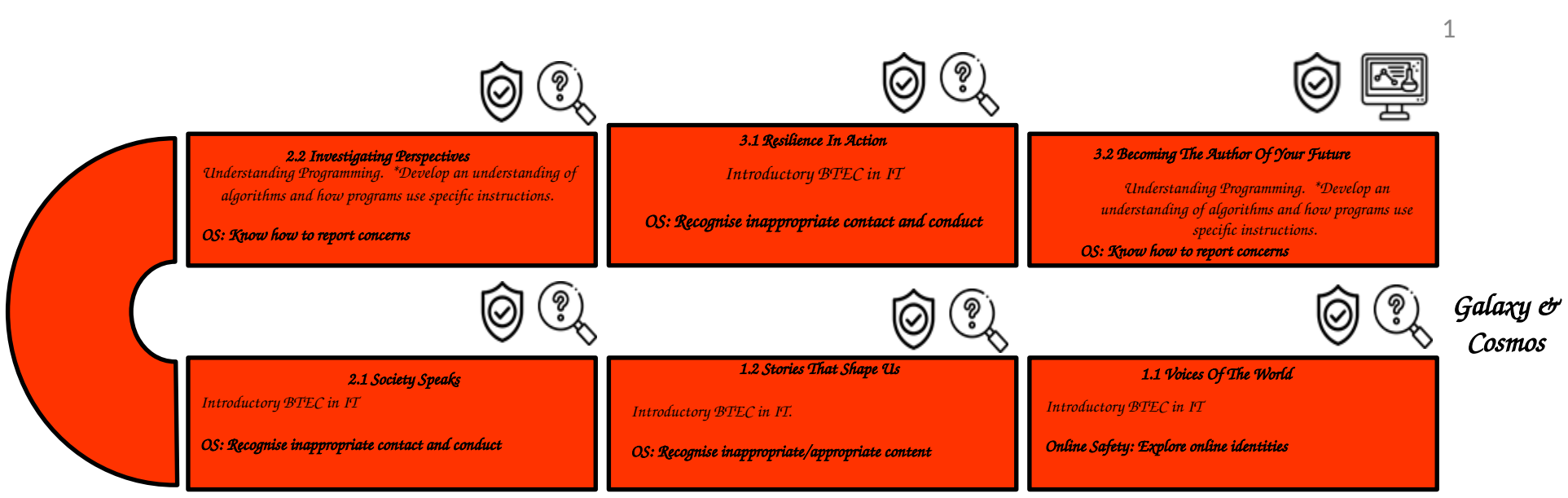
We aim to prepare pupils not only as competent digital citizens and programmers but also as resilient, reflective individuals who can navigate the challenges of modern digital society. ICT and PSHE are deliberately linked: every half-term theme embeds digital literacy, online safety, wellbeing, and social responsibility alongside technical skills. Our students will develop their knowledge and skills through the knowledge and skills statements driven by topics every half term that uses the 4 corners of Engage, Develop, Innovate and Express to embed learning.

Big Ideas promoted in our ICT Curriculum



Substantive Concepts of our ICT Curriculum

	Digital Responsibility & Wellbeing	Have knowledge on becoming safe, responsible, competent, confident and creative users and the safe respectful, age-appropriate use of technology, managing screen time, and understanding mental health impacts of online life.
	Identity & Relationships	Exploring online identities, empathy, compassion, and recognising risks such as hacking and spamming initially and eventually examples such as grooming or manipulation.
	Critical Thinking & Influence	Analysing bias, influence, and misinformation in social media and gaming communities.
	Programming & Problem-Solving	Gain knowledge and apply the fundamental principles and concepts of Computer Science. Developing computational thinking while applying it to real-world contexts like app design, gaming ethics, and digital footprint tracking.
	Safeguarding Link	Prioritising safeguarding as a thread ensures that students will have an understanding legal frameworks (age restrictions, data protection, cybercrime laws) and how they protect users.



Eclipse & Orbit

2.2 Power & Conflict
Develop an understanding of Data Handling.
OS: Recognise inappropriate/appropriate content

3.1 Resourcefulness & Resilience
Data Handling *Develop further knowledge of effective data handling.
OS: Privacy setting online

3.2 Identity
Programming *Develop an understanding of algorithms and how programs use specific instructions.
OS: Internet use respectfully, responsibly and securely

2.1 Social Divides, Rich & Poor
*Develop an understanding of Data Handling.
OS: Recognise inappropriate content

1.2 A Christmas Carol
ICT in Society-Understanding the uses of technology in Society and crime.
OS: Know how to report concerns

1.1 Macbeth
Multimedia *Combine hardware and software to create a wide range of multimedia products.
OS: Understand a range of ways to use technology safely, respectfully, responsibly and securely

Nebular

2.2 Blood Heart
Multimedia :Effective use of online resources to research information
OS: Privacy settings online

3.1 Road Trip USA
Multimedia: Develop an understanding of the features of presentation software.
OS: Explore online identitieS.

3.2 I Am Warrior
Data Handling: Develop an understanding of data collection and formatting techniques
OS: Online Safety: Understand a range of ways to use technology safely, respectfully and securely.

2.1 Tremors
Multimedia: Develop software skills to develop an interactive presentation.
OSafety: Recognise inappropriate content

1.2 Spirit
Programming *Develop an understanding of algorithms and how programs use specific instructions.
OS: Explore online identities

1.1 I Gods & Mortals
Programming *Developing an understanding of the Internet and websites.
OS: Know how to report concerns

Stars & Twilight

2.2 Heroes & Villains
Multimedia: Use of technology to create animations.
OS: Know how to report concerns

3.1 Scream Machine
Multimedia: Use a range of multimedia devices and softwares to develop coding skills.
OS: Recognise inappropriate contact and conduct

3.2 Allotment
Multimedia *Combine hardware and software to create a multimedia product.
OS :Recognise inappropriate content

2.1 Peasants, Princes & Pestilence
Data handling: Develop an understanding of data handling software and its simple features.
OS: Privacy settings online

1.2 1066
Programming *Developing an understanding of the Internet and websites.
OS: Recognise inappropriate contact and conduct

1.1 Stargazers
Multimedia: *Develop understanding of interactive features.
OS: Explore online identities

Nova & Lunar

2.2 Urban Pioneers
Multimedia *Captures experiences and responses in various media
OS: to recognise acceptable/unacceptable behaviour when using technology

3.1 Moon Zoom
Data Handling *Gathering and recording data to begin to develop data handling skill. Data Handling
OS: to recognise acceptable/unacceptable behaviour when using technology

3.2 Interconnected World
ICT in Society *Understand online safety, preventions and support

2.1 Predator
Multimedia *Captures experiences and responses with a range of media.
OS: Personal data

1.2 Tribal Tales
Data Handling *Gathering and recording data to begin to develop data handling skill.
OS: Personal data

1.1 Ancient Egyptians
ICT in Society *Understand online safety, preventions and support

Comets & Astro

2.2 Playlist
Multimedia *Recognise How technology is used to make music
OS: identify a range of ways to report concerns about content or contact.

3.1 Beat, Bangs & Boogie
Programming. *Develop understanding of algorithms and simple programs.
OS: Identify a range of ways to report concerns

3.2 Blue Abyss
Multimedia. *Use of equipment to take digital images Online Safety: The different online technologies

2.1 Our Changing World.
Multimedia. *Develop skills by pressing parts achieve effects such as sound.
OS: identify a range of ways to report concerns about content or contact.

1.2 Traders & Raiders
Programming. *Begin to understand algorithms and simple programs.
OS: Use technology safely, responsibly and respectfully.

1.1 Bright Lights Big City.'
Programming. *Know how to operate simple equipment.
OS: Use technology safely, responsibly and respectfully.

Rockets

2.2 Rio De Vida
Programming *Use of programming devices to create simple programs.
OS: Being respectful online

3.1 Enchanted Woodland
Technology in society *Develop an understanding of a range of technology and their uses.
OS: How to use a password

3.2 Our Wonderful World
Multimedia *Develop an understanding of a range of software and their design features
OS: How to use a password

2.1 Paws, Claws & Whiskers
Multimedia *Develop an understanding of interactive digital devices.
OS: Being respectful online

1.2 Team
Data Handling *Use of digital devices to gather, and store data
OS: Kindness online

1.1 Memory Box
Multimedia *Using digital devices to record a video and Edit.
OS: Kindness online